COMMODORE 64

CHINESE JUGGLER

Spin the plates in this 3-D simulation of the classic game. Requires skill, speed and judgement and makes full use of the Commodore 64.

Made in the U.K.

ocean

JOYSTICK OPERATED

ocean

CHINESE JUGGLER

The object of the game is to spin all the plates simultaneously. Once achieved many more difficult screens follow.

LOADING
Position the cassette in Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should appear "Press play on Tape". The program will now load automatically. When loading is complete follow screen instructions.

PLAYING
Your turn to be the Juggler!
You must get all eight plates to spin simultaneously and to do this requires skill and strategy. Approach the table from one side and by pressing the fire button you can pick up the plate, remember to push the joystick in the direction in which the Juggler is moving.

Now approach the rod from the side positioning the Juggler with his feet at the same level as the bottom of the rod and by pressing the fire button again the plate will begin spinning. Should a plate slow down and begin to wobble the Juggler must be lead back to the rod and rotate the plate to keep it going.

You can also do real juggling tricks like tossing up the plates and catching them, this comes in useful for they change colour at random and the different colours rate different scores. [The best bet is the white plate which

CHINESE JUGGLER

has the maximum points and keeps spinning for the longest time].

When you develop real skill you can take the darker plates to the back of the stage and, by pressing the fire button, get rid of them. All eight plates up and spinning gets you to the next, even more difficult, screen. Good Luck!

STATUS AND SCORING

On screen scoring shows Hi-score, current score and time elapsed. Points are awarded for all the tricks performed and are a multiple of the number of plates spinning and the colour of the plate being handled. There are ten screens of difficulty and bonus points are gained for completion of each level within the time frame.

CONTROLS

The game is controlled by any Commodore compatible joystick. When the automatic loading is complete a demonstration mode will play. Press the space bar or the fire button once to quit the demonstration mode, then once again for game instructions and once more when curtain will rise for the game to begin.

CHINESE JUGGLER

Is one of a number of top selling games published by Ocean.

Please ask your local stockist for other titles in our range.

If you've written a good program why not contact us, without obligation, to discuss marketing. Write to Ocean Software Limited, Ralli Building, Stanley Street, Manchester M3 5FD.

Produced for Ocean by Jon Woods.